SNSP-AOSP-EUR

# OPERATION STARFi5H

INSTRUCTION BOOKLET

TM

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

U.S. GOLD

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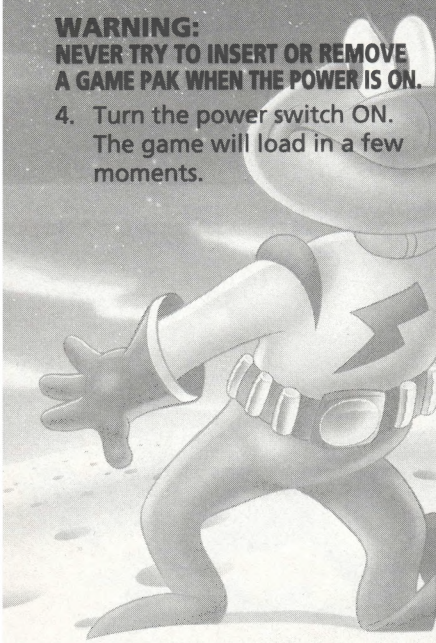
## LOADING INSTRUCTIONS

1. Make sure your Super NES™ is OFF.
2. Plug a control pad into the port labelled 1 on the Control Deck.
3. Insert the Operation Starfi5h Game Pak into your Super NES™. Press firmly to lock the Game Pak in place.

**WARNING:**
**NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON.**

4. Turn the power switch ON. The game will load in a few moments.



## JAMES POND BACKGROUND

**James Pond is F.I.5.H.'s top secret agent- so cool, he's glacial. Unfailingly polite and unruffled, he's never been seen with a gill out of plaice. Pond rubs out enemies with the swish of a fin. As an agent he is fishtastic with a 100% success rate.**
**Pond is a master of disguise, a fabulous athlete and an accomplished gymnast- his favourite move is the double back flipper. He learnt how to wriggle out of tight corners from his grandad, the Great Pondini. Whenever world safety is threatened you can bet Pond is first on the scene.**

**No mission too dangerous, no location too hostile, James Pond is the best. James Pond lives and travels in style. His base is a submerged luxury liner and his favourite transport is an amphibious Austin Martin Lagoonda. Pond's base is crammed full of gob-smacking gadgets and gizmos.**
**As well as being an expert with all forms of weaponry, Pond also has a formidable arsenal of jokes. His rapier sharp wit rarely misses it's target, and many a captured villain has heard a knockout punch line just before a knockout punch.**

**Pond is the world's coolest secret agent. If you haven't heard of him, where have you been? If you live in a cave at the summit of an undiscovered, unclimbable mountain, then maybe we'll let you off. If not, you'd better stop drifting, start swimming with the tide and float with JAMES POND.**

## FI5H MISSION BACKGROUND AND BRIEFING

**Congratulations on your record-breaking results in the Aquatic Games, but now it is time to put your gold medals away. Dr. Maybe has returned to threaten world safety! Following his defeat at your fins in Robocod, Dr. Maybe adopted a low profile. Our special surveillance teams trailed his movements (see report from a FI5H Agent below), but their sightings shed little light on any plans. We hoped that Dr. Maybe and the criminal cronies at J.A.W.S. were all washed up, but this has proved to be far from the truth. Once again Maybe is threatening the planet.**

## FI5H SURVEILLANCE

***SUBJECT:*** Dr. Maybe

***12.9.92*** Reported to F.I.5.H. HQ to receive my assignment- to track down Dr. Maybe and keep him under surveillance. I travelled to the toy factory where Maybe was defeated by James Pond. Picked up Maybe's Arctic escape route but trail soon went cold.

***2.11.92*** At last I received some news- a tip-off from an informer. A J.A.W.S. meeting was rumoured to be taking place at an abandoned airport in Death Desert. I took up position and waited.

***30.11.92*** SUCCESS! After two dusty days on duty I spotted Dr. Maybe leaving the meeting. He was heavily disguised, but I'd recognise that ugly mug anywhere. Maybe roared off at an incredible speed. Keeping up proved impossible. As I was radioing in my report, I saw a flash of light curving up into the sky. Since then, no new sightings have been reported. My agent instincts tell me something is about to happen. Dr. Maybe MUST be planning something big if he's gone to all this trouble to evade surveillance.

Our fears were roused by the sudden disappearance of a space shuttle (see newspaper cutting). There is only one criminal genius capable of masterminding such an audacious act- Dr. Maybe.

## SPACE SHUTTLE SHOCK

*by ace reporter Lewis Lean*

At 0830 today, NASA confirmed the disappearance of one of their space shuttles. Officials were remaining tight lipped about the causes of the shuttle's disappearance and about the contents of its cargo hold.

## BALDERDASH

Mr Ponsonby-Smythe, a NASA spokesman, denied that the shuttle was on a top secret military mission. However, papers in my possession confirm that the shuttle's cargo was a spy satellite.

## HAS DR. MAYBE RETURNED?

It is possible that Dr. Maybe has returned? NASA's reassurances remain deeply unconvincing. My undersea sources have revealed that the aquatic agency F.I.5.H. put all operatives on red alert and that their top agent, James Pond is on the verge of wading into action.
F.I.5.H. we picked up one of Maybe's known associates. Unfortunately the vermin was no squealer. After the coward was tickled into submission they discovered vital evidence in his coat pocket. See overleaf.

## RATS REQUIRED

If you are a human hating rat, contact J.A.W.S. We have great job opportunities with plenty of cheese benefits. Applicants must be hard working- no mooners- and prepared to travel. I immediately smelt a rat. The evidence we had gathered pointed to one thing- Maybe had set up a secret base on the moon. But why? I instantly dispatched a team of three top agents to the moon. They never arrived! See transcript of their last message.

**F.I.5.H. SURVEILLANCE**

***SUBJECT:*** Dr. Maybe

All systems A, OK, we are beginning our orbit of the moon. The dark side is just coming into view and... It's amazing! We can see a giant moonbase on the surface... crackle zing. Controls are going haywire, we're caught in garble garble tractor beam. The radio's being jammed **buzz crackle we're going..... down..... ahhhh..... uuuggghhhhh..... hisssssssssssss.** Further losses could not be risked. I launched 'Claw' space probes and directed spy satellites at the dark side of the moon. The contents of the probes, analysed by Dr. Gordon Zola, and the photographs developed by our Codak boffins are truly amazing. Detailed results are shown below. They prove beyond doubt that the moon is not only made up of cheese, but a whole variety of dairy products. From our findings we are certain that Dr. Maybe has one aim in mind- to mine finest quality Moon Cheese and monopolise the world's cheese markets. The effects of this would be devastating. As our top F.I.5.H. operative, you have been assigned to Operation Starfi5h. Your mission is to rescue fellow agents, destroy Maybe's Cheese mines and defeat Dr. Maybe, but beware, it will be no picnic. Unfortunately three of our other agents are still missing, one of them Finnius Frog, is vital to the success of the mission- rescue Finnius and he'll help you out.

Our scientists have developed new F.I.5.H. equipment for use in the special moon environment.

Further details on these subjects as well as detailed moon reports are enclosed in this dossier, along with a short Moon acclimatisation programme.

**Remember, one fish can make the difference. The world is relying on you.**

## GETTING STARTED

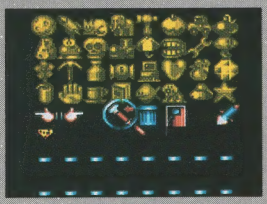
Press **START BUTTON** to skip the intro and go to the Main menu.

## MAIN MENU

All of the options on the Main Menu are selected by moving the highlighter with **UP/DOWN** on the D-Pad - and then pressing **START BUTTON** to choose.

**START** - pressing **START BUTTON** takes you into the game.

**PASSWORD** - takes you to the password screen.



Here you enter passwords that are given to you after you have completed levels with a password beacon. The password is kind of like a save game feature - by using the password you can start the game at the level where the code was given. Use the D-Pad to move the selector among the items. The **Y BUTTON** selects an item. The **X BUTTON** changes the colour of items. After entering a password, choose the rocket icon to try the code, if it's successful you start the game. The left and right hands, allow you to move forwards and backwards through your selected items, so that you can change them. The eraser deletes the current selected item. The bin, deletes all selections, and the door exits you from the password screen.

**Examples of passwords you may get are as follows:**
Red Hammer, Blue Flower, Yellow Boot, Yellow Boot, Green mouse and Blue Chip.

**OPTIONS** - Here you can change the Music/Sound Fx and Control settings. Use the D-Pad to select a setting and press **Y BUTTON** to change it. When you have finished, press **START** to return to the Main menu.

# CONTROLS

## JAMES POND

| D-PAD ACTION | BUTTON | POND ACTION |
|---|---|---|
| Up | - | - |
| Down | - | - |
| Left | - | Walk Left |
| Right | - | Walk Right |
| left | B Button | Run Left |
| right | B Button | Run Right |
| - | Y or A Button | Jump |
| - | X Button | Pickup /Fire |
| Down | X Button | Drop |
| Right | X Button | Punch Right (If not carrying anything.) Throw Right (If carrying an object..) |
| Left | X Button | Punch Left (If not carrying anything.) Throw Left (If carrying an object..) |
| - | START | PAUSE |

## FINNIUS FROG

| D-PAD ACTION | BUTTON | FINNIUS |
|---|---|---|
| Left | - | Walks Left |
| Right | - | Walks Right |
| - | Y or A Button | Jump |
| - | X Button | Pickup / Eat / Fire |

## MAP SCREEN

Use UP/DOWN/LEFT/RIGHT on the D-Pad to move to destination.
Orange routes are normal paths to normal levels.
•Blue routes are to secret levels (blue stars) that have been opened by special tokens.
•Happy green stars are completed levels.
•Sad orange stars are uncompleted levels.
Secret route tokens can be found in some levels- collecting these gives you access to new levels and secret routes.

Press SELECT at any time to bring up a Status screen that tells you how you're doing.

## FINISHING A LEVEL

To complete a level, Pond must destroy the beacon. On some levels you must perform a special task (like collecting certain items) before ending the levels. Any special missions are described at the beginning of the level.

## EQUIPMENT

FI5H experts have identified the following items as essential equipment for Operation Starfi5h. Find them as you travel on the moon.

**HELMET**
Gives protection from falling objects and spiked ceilings.

**GATEAUX GUN**
Fires cakes, strawberries, oranges, apples and lemons. Collect powerups for more ammo- if Pond is holding the gun and he knocks a square holding fruit it will flash, this is a powerup.

**UMBRELLA**
Allows Pond to slow down and control his fall.

**DYNAMITE**
Timed to explode after a short delay- the fuse starts to burn as soon as Pond collects it.

**SPRING BOOTS**
Used to jump very high. Press the **Y** or **A button** and D-Pad DOWN on the descent. Take off the boots by pressing the **Y** or **A button** and D-Pad Down, while static on the floor.
**UP**- Jump up, press again whilst moving upwards to jump higher.
**DOWN**- Pull down whilst moving down to jump higher.
**LEFT**- Guess?
**RIGHT**- Yup, still moves right.
**FIRE**- Use item (if any being carried). Press down and fire whilst on the ground to drop the boots.

**FRUIT SUITS**
To wear a fruit Suit, stand behind it (Pond cannot be carrying an item) and D-Pad down. When put on they allow the wearer to roll into enemies to cause damage. Fruit suits can also offer an extra protective layer. Replenish energy by picking up a matching fruit. Explode the suit by pressing the X button or by pulling down and pressing fire (doing so causes it to turn into several bullets of the same type of fruit as the fruit suit). Wearing the fruit suit allows you to take several hits without any damage, but too many hits will destroy the fruit suit. Keep an eye on the number in the status panel for the current fruit strength.

**THRUSTER**
Hover using the **Y** or **A button**. Fire yogurt by pressing the **X button**. Watch the fuel gauge.
**LEFT**- Move left.
**RIGHT**- Move right.
**FIRE**- Fire thrusters weapon down, and Fire + Down while on the ground to drop the thruster.

**X-RAY SPECS**
Wear these to see hidden headblocks.

**BOMB**
Drop bomb for a powerful explosion.

## OTHER PICKUPS

**TONNE WEIGHT**
Makes Pond very heavy and hurts some baddies too.

**HEART**
Extra life.

**TEETH**
Can be thrown at enemies, but try giving some to Finnius to eat.

**CHEESE**-
Can be thrown at enemies or Pond can stand on it to jump higher.

**BOOT**
Can be thrown at enemies.

**ROCK**
Can be thrown at enemies and Pond can stand on it to jump higher.

**FUEL**- Fills up thruster.

**T.V.**- Can be thrown at enemies, very fragile.
If broken a poltergeist will chase you. Jump on the poltergeist with the TV pieces to reach higher platforms, the poltergeist will then follow Pond if he has picked up the TV pieces. Throw the TV pieces away and the poltergeist will return to them.

**POISON**- Hurts Pond, but not Finnius.

**FLASHING RED HERRING**-
Invulnerability.

**BONUSES**

**COIN**- 25 000 pts

**TROPHY**- 50 000 pts

**CROWN**- 100 000

**MOONS**- 50 pts, 1 000 moons gives an extra life and collecting lots on any level gives a secret bonus.

**TEA CUPS**- 4 are hidden on each level for an extra bonus.

**STAR**- One fish/frog of energy.

# F.I.5.H. PERSONNEL FILES

**Name:** Finnius Frog.
**Position:** Agent in training.
**Age:** 15 leap years.
**Current Address:** F.I.5.H. HQ.
**Likes:** Amphibious manoeuvres.
**Dislikes:** Dr. Maybe, any J.A.W.S. operatives.
**Personal Data:** Following successful completion of basic training, Finnius Frog has been assigned to Operation Starfi5h. Finnius Frog is slower than James Pond, but due to immensely powerful back legs, he can leap higher. Being smaller than Pond, he can also squeeze through small gaps or spaces.

**Name: Admiral 'Half' Nelson.**
**Position:** Founder of F.I.5.H.
**Age:** Not known.
**Current Address:** Secret underwater headquarters.
**Likes:** Favourite jokes- I was the flounder of F.I.5.H.
**Dislikes:** Dastardly Doctors, land lubbers.
**Personal Data:** An ex-wrestler who wears an eye-patch and pins his sleeve to his jacket. He is in fact perfectly healthy.
A crusty old sea salt, the Admiral talks in nautical terms such as 'Batten down the hatches' whenever appropriate.

**Name:** Classified: Known only as F.
**Position:** Chief of F.I.5.H. Operations world wide.
**History:** Information on F is highly classified. His identity is never revealed. He keeps his face in the shadow at all times, but can be identified by the ring on his finger with the distinctive TOP SECRET imprint.
F's Offices are inside an aquarium and the walls are lined with fish tanks. F briefs all agents for their missions and also supplies them with any special equipment. He is quiet, calm and incredibly efFI5Hient.

# J.A.W.S. PERSONNEL FILES

Dr. Maybe selected the most feared gangsters in the galaxy to join forces with him to form J.A.W.S. (JUNTA AGAINST WORLD SAFETY).
Headed by Maybe, Pond's greatest enemy, JAWS aims are simple: to destroy FI5H and to take over the world for it's own gain.
Shown below is our current intelligence on Dr. Maybe.

**Name:** Dr. Maybe.
**Age:** Unknown.
**Address:** Currently- the moon.
**Likes:** Attempting to take over the world.
**Dislikes:** James Pond and all F.I.5.H. agents.
**Personal Data:** Dr. Maybe is one of the most dangerous criminals at large and is the arch enemy of James Pond.
The monocled, mad-cap scientist is the founder and chairmad-man of J.A.W.S. He has already masterminded two attempts to take over the world. Both were foiled by Pond. He has a grudge against the world which laughed at his inventions.
His fondest wish is to turn James Pond into F.I.5.H. fingers.

**WARNING:** This man is dangerous.

# HINTS AND TIPS

**Here are some interesting points and hints about James Pond 3:**

- There are three possible endings.
- Pond has more than one objective!
- There are over one hundred full levels. Exactly how many, even we aren't quite sure!
- There are MANY secret routes.
- there are countless ways of getting secret bonuses.
- Despite appearances, Pond hasn't actually grown feet, his anti-gravity boots fit cleverly around the bottom of his fins.
- Finnius, being a young frog is yet to grow his teeth, but this is the only thing holding back his voracious appetite!
- If you come to what appears to be a dead-end, look around for hidden blocks.
- Watch out for chain reactions!
- Some enemies may seem indestructible but careful use of explosives may prove effective.
- Not every level need be completed to reach Dr. Maybe's lair.
- Pond's rocket proximity scanner gives you an idea how close to Maybe's base you are.
- Pond's girlfriend, Angel Fish is one of the three missing agents.
- Collecting moons can offer worthwhile rewards!
- Certain items can be used in ways you might not expect!
- There are a number of interesting cheats!

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